```
RAY::Camera::ICamera
 + ~ICamera()
 + getMatrix()
RAY::Camera::Camera3D
 mode
   pad0
+ Camera3D()
+ Camera3D()
+ ~Camera3D()
                               camera
+ operator=()
+ setPosition()
+ setTarget()
+ setUp()
+ setFovy()
+ setProjection()
+ getPosition()
and 7 more...
```